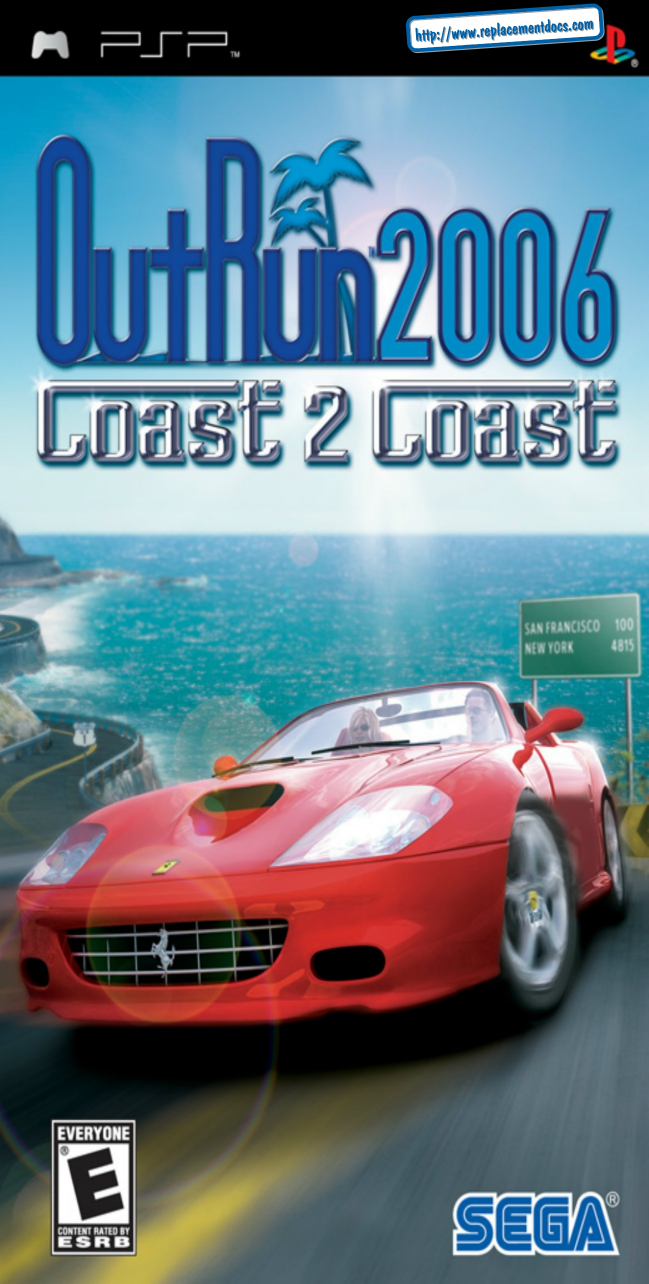
http://www.replacementdocs.com



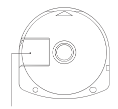
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

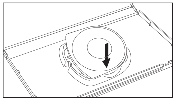
• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

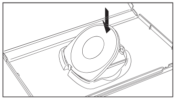


Recorded surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS10064

Thank you for purchasing OutRun2006: Coast 2 Coast for the PSP™ (PlayStation®Portable) system. Please note that this software is designed only for use with the PSP™ (PlayStation®Portable) system. Be sure to read this instruction manual thoroughly before you play.

OutRun2006 Coast 2 Coast

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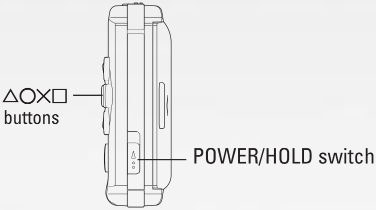
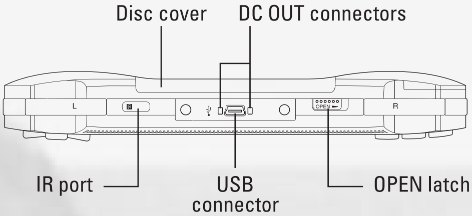
GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *OUTRUN™ 2006 COAST 2 COAST* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

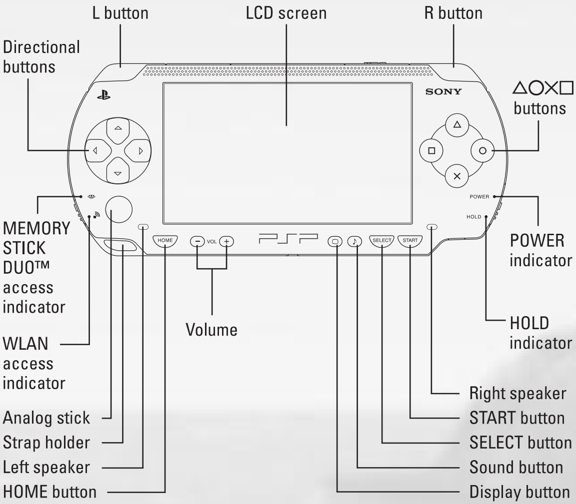
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP™ system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP™ (PlayStation®Portable) system configuration



LICENSES

Your license is where you will store your current settings and progress through the game. The first time you play the game, you will be asked to create a license. Subsequently, the game automatically loads the last license selected or you can select tp load a different license from the License Select screen. You can save multiple licenses, so different players can all save their progress.

THE LICENSE SELECT SCREEN

On the License Select screen you will be able to use ⇦ and ⇨ to scroll through all the available licenses. At the end of the list, there will be a blank license (up to a maximum of four), which you can select should you need to create any new licenses.

FROM THIS SCREEN YOU CAN:

SELECT A LICENSE

This will load in all the settings and progress relating to the license you have selected.

CREATE A LICENSE

When creating a license you will be asked to enter the following information:

ENTER NAME

Pressing the ⊗ button on this option will display the name entry keyboard. Use the characters to enter your name.

SELECT NATIONALITY

Choose your nationality by highlighting the appropriate flag and pressing the ⊗ button.

SELECT STAR SIGN

Highlight your starsign and press the ⊗ button to display it on your license.

DONE

Select this option when you are happy with all the information you have entered.

DELETE A LICENSE

Should you need to delete any of your licenses, choose this option and press the ⊗ button to confirm.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ system, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ system to communicate directly with each other..

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ system game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system, to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system, Instruction Manual.

This title supports English, French, German, Spanish and Italian languages. Please choose your preferable language from the system settings on the PSP™ system, before commencing play.

PLAYING THROUGH A ROUTER / FIREWALL

In order to host or join an OutRun2006: Coast 2 Coast Online network game with a router with NAT (Network Address Translation) or through a firewall, you may need to enable PORT FORWARDING. You will need to Forward UDP port 3658 to the IP address assigned to your PSP™ system. Please consult your Router documentation for further details.

You may need to give your PSP™ system a fixed IP address for PORT FORWARDING to work, as the IP address may change if is automatically assigned by your router. Please consult your PSP™ system documentation for further details on how to set a manual IP address.

CONNECT TO PLAYSTATION®2 VIA USB

If you own both the PSP™ system and PlayStation®2 versions of the game, you can transfer a license across to the PlayStation®2 to play on the big screen!

Once your license is sent, you will notice a Yin-Yang icon on it. You can continue to play the game on either platform, earning miles and unlocking content. At any point you can then merge the licenses, selecting to send your miles to or from the PlayStation®2.

Special bonus content can also be unlocked via this method!

To use this option, first be sure you have a memory card(8MB)(for PlayStation®2) in the PlayStation®2, and a Memory Stick Duo™ inserted in the PSP™(PlayStation®Portable) system.

Connect your PSP™ system to your PlayStation®2 with a USB cable. Select the ‘USB Link-up’ on the both systems. Once connected, all operations are conducted via the PlayStation®2.

If you have not yet transferred a license, pick the license you wish to copy across. You can tell if a license is on the PlayStation®2 or PSP™ system by an icon in the lower right corner of the license. Licenses may be copied in either direction.

Once a license has been copied, it will have a Yin-Yang symbol. While connected, you can then choose to merge the progress on these licenses, while transferring all miles to either the PlayStation®2, or PSP™ system.

Once you have finished transferring or merging licenses, you can exit the connection by pressing △ on the PlayStation®2.

ONLINE OUTRUN

TAKE OUTRUN BEYOND THE BOX

Online OutRun is a high-speed or Broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they’re online and invite them to play.

CONNECTING

You will need to set up an Infrastructure connection on the PSP™ system. Please see the PSP™ system manual for details on how to do this.

WELCOME TO OUTRUN 2006: COAST 2 COAST

Drive the American dream. Push Ferrari cars to their limits as you race from coast to glorious coast across America, taking in the sights and racking up your OutRun miles!

CONTROLS

MENU CONTROLS	
Directional buttons or analog stick	Navigate through menu options / adjust settings
⊗ / START buttons	Select / confirm changes
◯ button	Back / return without saving changes
□ button	Access Sign-in screen
△ button	Access License Select screen

RACE CONTROLS	
⇦ / ⇨ or analog stick	Steer Left / Right
⊗ button	Accelerate
□ button	Brake
△ button	Change Camera Angle
L button	Gear Up
R button	Gear Down
START button	Pause Menu

RACE DISPLAY

PAUSE MENU

Press the START button when in-game to bring up the Pause Menu, which consists of the following options:

RETURN TO GAME

End pause mode and continue racing.

RETRY

Return to the start of the race and try again.

QUIT

End the game and return to the Main Menu.

SETTINGS

Make changes to various in game options:

Speedometer	Display your in game speed as Miles Per Hour or Kilometers Per Hour.
Display Ghost Cars	Choose whether or not you wish to see best times represented on the track by “ghost cars”.
Controls	Alter your controller settings
Configuration	Choose among various control setups (A to H)
Sensitivity	Increase or decrease the cars turning sensitivity (0-9)
Audio Options	Change the volume
Sound volume	Sound FX and voice volume
Music volume	In game music volume

MAIN MENU

Once you have created your license, you will be taken to the Main Menu to select your game mode.

MAIN MENU

Just Drive	Select this to get a randomly selected mode to jump right in.
Single Player	Choose from one of the single player games.
Multiplayer	Go online and choose one of the currently available games, but first you must ensure you are connected! See page 4 for connection details.
OutRun2SP	Play the Arcade version of *OutRun2 SP*
Rankings	Compare your best times
Options	Adjust your games settings, controller configuration, soundtracks and online options.

SINGLE PLAYER MENU

Select one of the Single Player games from the menu:

COAST - 2 - COAST

Drive from coast to coast, beating rivals and completing tasks along the way.

OUTRUN

Reach the goal with your girlfriend!

Choose your path from the various routes between you and the goal. Hit the checkpoints to extend your time and reach the goal before the timer hits zero.

HEART ATTACK

Try to meet your girlfriend’s demands!

Show off your driving skills to win their heart. The better you are, the more hearts you will be given. Fill your meter with hearts to pass the tasks.

TIME ATTACK

Challenge the course records!

Compete against the clock or ghost cars to improve your best time and driving techniques.

OutRun2006 Coast 2 Coast

SHOWROOM

Buy new items here!

Use the OutRun miles you have accumulated to gain access to more cars, upgrades, music and extras.

Once you have selected your chosen game, you will be asked to choose your course from either *OutRun2 or OutRun2SP* tracks. You will then be asked to select your car.

MULTIPLAYER MENU

This is multiplayer OutRun for up to 6 players. You can play Wireless or Online mode.

WIRELESS

Wireless play allows you to play against other PSP™ systems via Ad hoc connection. You need to be in range of the other players to play via this method.

ONLINE

Play online against players all over the world! Compete and race over the Internet. The first time you play you will need to create an online account to connect with. This is done via the Account Entry screen.

Don't Sign In	Cancels connecting to the Internet.
Accounts	Lists all the currently available accounts.
Register New Account	Create an online account by entering a new name and password.
Login to Account	Log in to an existing account by entering your name and password.

Once you have created an account, the details will be saved.

(Please refer to the PSP™ system manual on how to set up your PSP™ system for a wireless Internet conection)

GAME MODES

Once you have selected which method of multiplayer you want, you can then choose from the following Multiplayer modes:

QUICK MATCH

Selecting this option will take you to a list of currently available games. Choose one from the list to join.

CUSTOM GAME

Choose the settings of a game you wish to join and you will be matched with the relevant host (see Multiplayer Settings section for details).

CREATE GAME

Start your own multiplayer game. Choose the settings of the game you wish to host and wait for players to join your session (See Multiplayer Settings section for details).

GAME SETTINGS

You can set the following settings when creating a Multiplayer game, or seaching for one via Custom Game.

Ranking	Choose between Ranked Match and Non-Ranked Match.
Nationality	Set the Nationality of the game you are hosting or wish to join.
Lobby Name	Enter the name for your lobby.
Max Players	Set the maximum number of players able to join your lobby.
Friends Slots	Set how many slots are reserved for people on your friends list.
Course Type	Select one of the following settings: OutRun, Goal and 15 Course Continuous.
Course	Choose from these options: All Stages, OutRun2 Mix and OutRun2SP Mix.
Car Settings	Choose between either *OutRun2 or OutRun2SP.*
Car Class	Allows the players to have Free Select or only choose cars from Novice, Intermediate, Professional or Special categories.
Catch-up	Toggle on or off.
Collision	Toggle on or off.

LOBBY SCREEN

Once you join a game, you can adjust various settings through on-screen selections. If you are adjusting your settings, on other players screen, they will see an icon to show you're not ready.

CAR SETTINGS

Car	Choose the car you want to race in.
Transmission	Opt for Automatic or Manual transmission.
Color	Pick a color for your car.
Radio	Select the music to be played during the race.

If you created the game, then you also have additional options:

GAME SETTINGS

Adjust the settings for the kind of race everyone will play.

RANDOMIZE

Changes the default race settings to random selections.

START GAME

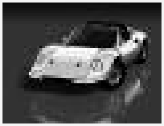
When everyone is ready, select this option to begin the game.

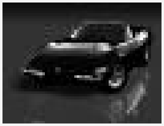
Choose the Ferrari you want from those available, and get driving! Use ⇦ ⇨ to toggle between cars, □ to change color and ⊗ to confirm. Some cars will be unavailable until they have been unlocked from the showroom.

DINO 246 GTS & 365 GTS 4 (DAYTONA)

(NOVICE)

Acceleration ********
Handling ********
Top Speed ******

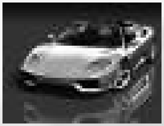




F50 & 360 SPIDER

(INTERMEDIATE)

Acceleration ******
Handling ********
Top Speed ********



TESTAROSSA & 288 GTO

(INTERMEDIATE)

Acceleration **********
Handling ******
Top Speed ******

ENZO FERRARI & F40

(PROFESSIONAL)

Acceleration ******
Handling *****
Top Speed ***********

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- Website: www.sega.com/support
- E-mail: support@sega.com
- Telephone: 1-800-USA-SEGA

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